

Committed Unity was an amazing learning experience that synthesized everything we learned throughout the semester in 6.170. From the concept design, to the wireframes, to the POC, to the MVP, to the Final Product, this project truly taught us how to build a full-stack application end-to-end.

Many things went well for this project. The first of these was creating a clean, accessible front-end for the user. We utilized many components from Vuetify, and as a result, our UI looked very clean, navigable, and professional. This also helped us in solidifying our CSS skills, as we had to tweak different elements to ensure that everything looked exactly as we had envisioned. Another thing that went well for us was creating a clear game plan. In the Full Design, we very explicitly created all concepts for our website, which reduced any ambiguity as to what kind of functionalities we wanted to implement in our website. Additionally, for the Project Plan, our deliverables were very concrete, and each person was given a specific task, so there was no confusion as to what we should work on. This brings us to our next strength from this project: communication. He-hu-ho-jo was in constant communication with one another. If something was buggy or not functional, we told the rest of the group. We were not afraid of asking each other for help. We Zoomed frequently to make sure that we were all on the same page. This ensured that no member was left behind, and we were all able to stay caught up with our deliverables since we were constantly communicating and collaborating.

One thing that could have been improved was our time management. Often times, we would wait to do a team check in until right before a big deliverable was due (i.e. the night before POC, the night before MVP, etc.). This left little room for making any big changes/fixing any big bugs, since we were heavily constrained by time. This worked to our disadvantage in the MVP, as we were scrambling the night before to try and fix many different bugs that came up, and we were not able to fix them all in time. We think if we had spaced out our time better, and worked together earlier in the week, we would have more time to debug our code base and ensure that our deliverables are in tip-top shape.

The main thing we would do differently in the future, as previously mentioned, is starting our deliverables earlier on so as to avoid any last minute bugs. This would also give us more time to invest in styling our website. Additionally, we think that maybe in the future it would be wise to reduce our number of concepts, but increase the complexity of our concepts. We felt ambitious to tackle many different concepts in our design, and while this led to many cool functionalities in our app, we feel we did not get to invest as much time into implementing each of these concepts.

This project taught us many things. On the technical side, it was a great synthesis of everything we have learned in 6.170: data models, concept sketches, ethical considerations, REST APIs, reactive frontends, error handling, etc. Building an application end-to-end in a relatively short time frame greatly solidified these skills for all of us. On the soft-skill side, we learned how to effectively communicate with team members, from collaborating on a unanimous design, to actually building our app and helping each other code and debug. We also learned how to effectively advocate our product to others, through the project pitch and video demos

throughout the duration of the project. Trying to show the cool functionalities of Committed Unity in a short 3-4 minute video taught us how to effectively communicate technical details succinctly and robustly.

Individual skills learned:

Zach: improvement with CSS/HTML, working with props in Vue, collaborating with others, advocating product to others succinctly

Grace: improvement with REST APIs, improvement with frontend design, communication

Kelly He: teamwork, communication, improved UI design, Vue frameworks

Kelly Ho: design heuristics